
Subject: Re: ColorPopUp Problem

Posted by [andrei-catalin](#) on Mon, 12 Jun 2006 15:08:05 GMT

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Hello,

Below is a little adaptation of ch11 tutorial showing ColorPusher, ColorCtrl and ColorButton in action.

```
#include <CtrlLib/CtrlLib.h>

#define IMAGECLASS TutorialImg
#define IMAGEFILE <gui_tutorial/ch11/images.iml>
#include <Draw/iml.h>

struct MyAppWindow : TopWindow {
    MenuBar menu;
    ToolBar tool;
    //=====
    ColorPusher colorSelector1;
    ColorCtrl colorSelector2;
    ColorButton colorSelector3;
    //=====
    void MenuFn() {
        PromptOK("Fn activated!");
    }

    void BarFn() {
        PromptOK("Fn2 activated!");
    }

    void Exit() {
        if(PromptOKCancel("Exit MyApp?"))
            Break();
    }

    void SubBar(Bar& bar) {
        bar.AddMenu("Function", TutorialImg::Fn(), THISBACK(MenuFn));
        bar.Add(TutorialImg::Fn2(), THISBACK(BarFn));
        bar.Add("Exit", TutorialImg::Exit(), THISBACK(Exit));

        //=====
        bar.Separator();
        bar.Add(colorSelector1,120,20);
        colorSelector1.WithText();
        bar.Add(colorSelector2,50,20);
        bar.Add(colorSelector3);
        colorSelector3.ColorImage(CtrlImg::BoxButton0());
```

```

    colorSelector3.NullImage(CtrlImg::set_transparent());
//=====
}

void MainMenu(Bar& bar) {
    bar.Add("Menu", THISBACK(SubBar));
}

typedef MyAppWindow CLASSNAME;

MyAppWindow() {
    Title("My application with bars").Sizeable();
    AddFrame(menu);
    AddFrame(tool);
    menu.Set(THISBACK(MainMenu));
    tool.Set(THISBACK(SubBar));
}
};

GUI_APP_MAIN
{
    MyAppWindow app;
    app.Run();
}

```

Andrei
